GENERAL ELECTION

**Review - Scenery Animator 4 • Cyberman
New Software Release's • Beginners Hints
Laser Printers - A Buyers Guide**

Canberra Amiga Users' Society Inc

Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 120 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of $20, due in February. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our Sysop Owen Geary and his team. To be a member of the bulletin board, you need to pay $10.00 additional yearly subscription (and an extra $5 for each family member who wishes their own account). The telephone number of the bulletin board is 255 2291.

Meetings

Meetings are held at 8 pm on the second Thursday of each month at the Woden Library. The dates for the next few meetings are 9 March, 13 April and 11 May. Note that there is no bar and no eating facilities. The Woden Tradesman Club and the Southern Cross Club are nearby.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings, via any Committee Member or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out by the May 1995 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

Copyright and Reprints

Advertising Rates

	Full	Half	Quarter
Regular	$25	$19	$10
Inside back	$49	$39	$19
Back cover	$74	$59	$29
	A4	A5	A6
Flyer inserts	$39	$29	
Artworks	$39	$29	$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted using Professional Page v4.1 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print. The collating and mailing was done by the DTP SIG.

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Front Cover

I was actually trying to render the front cover with Imagine, using the words from 'Pixel 3D Pro' - but I couldn't get it to work (grrrrrr!), so I simply put the text there from DPaint.

Anyone got any material to put on the front cover? They're always welcome.

Contents

CAUS Committee (1994/5)

Position	Name	Phone
President	Steve Kennedy	254-6711(h)
Vice President	Michael O'Sullivan	268-8111(h)
Secretary	Ursula White	281-1872(h)
M'ship Sec.	Mathew Taylor	285-0194(h)
Treasurer	Clinton Sleath	251-2390(h)
Editor	Darryl Hartwig	293-2347(h)
Committee	Andrew White	281-1872(h)
	James McPhee	251-5202(h)
	Loy Winkler	

Editorial

Hi all! While Darryl is away relaxing interstate, I've taken on the job of throwing together this issue ready for Darryl to polish and print on his return. I hope you all like it, and remember to tell Darryl how good it is!
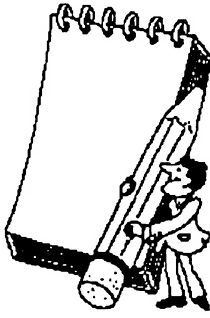
Those of you thinking of buying a printer for your Amiga will find some useful info in this issue. I've written a short piece on laser printers, while we have some info on a driver for the popular Epson Stylus Colour.

If you're new to the Amiga, make sure you read my article on Public Domain Software. That's a great resource well worth taking advantage of.

Remember that next month is our AGM. There will be plenty of places available in the committee, so why not have a chat to one of the current committee and see where your talents would be best utilised. Without your help we have no club, so I'll see you there.

That reminds me, to all of those who have renewed their membership in February, thankyou. I hope you like the new membership cards. To those members that have forgotten, all memberships fell due on the 1st of February, so make sure you get financial, and don't miss out on an issue of the newsletter.

Mathew Taylor

Hoy, get off the page, Mathew! I'm back to get the last word. As far as that goes, it'll probably be my last word in this magazine. You see, I might be going across to America to help Uncle Sam fix the place up (only kidding) and even if I'm not, I'll be standing down at the next election. So I'll say my goodbyes - thanks to all those people who helped me with articles and pictures, and to all those background people who helped with getting the magazine out to the masses.

Bon voyage. Darryl.

Contacts

Epson Stylus Colour Driver (Ref page 9)
Endicor Technologies, Inc.
P.O. Box 29000 #355
San Antonio, TX 78229 USA
Voice: +1-210-650-4988
Fax: +1-210-650-0054

I.A.M. Distributor (Ref last issue)
Matthew N. Christou
20 Clotilde St, Mt Lawley
Perth, West Australia, 6050

Scenery Animator 4

by Darryl Hartwig

Introduction

Scenery Animator 4 is a graphics-based 3-D landscape generator and animator. Similar to VistaPro3, it allows you to enter a virtual world based on your own design. You load in one of the included landscapes, add your own trees, aircraft, roads, etc, fix up all the rendering settings and away you go! You can also define an animation path through the landscape and feel as if you are flying. Visit foreign places without even being there! And this is only the tip of the iceberg. Read on for more.

Box Contents

The software as delivered came in a black box with some nice examples of landscapes pictured on the outside. The outer sleeve slides off and then you can take the lid off. This reveals a plastic ringbound manual of approximately 70 pages, two disks in an envelope and a leaflet describing heaps of other landscape disks that you can purchase.

Installation

There is no automatic installation for this software. It is done by dragging icons - which is easy enough. You need to install the Scenery Animator program, the ShowAnim and Display programs, and two drawers.

From the first disk, drag the SceneryAnimator, Display and ShowAnim icons across to the window where you want them to reside. Drag the 3-D Objects drawer into the window where you want it to reside.

From the second disk, drag the Land-sapes drawer into the window where you want it to reside.

That's it! It doesn't get much easier than that.

Hardware Needed

To actually run the program, you need AmigaDos 2.0 or higher, and at least 3Mb of RAM. Accelerator and hard-drive recommended.

Program

Now for the main part: Scenery Animator 4 (SA4) is a later generation of Scenery Generator 2, of which I had a copy. I played rather a lot with this earlier program, and was quite impressed with the landscapes it produced - that was until I saw the output from SA4!

There are many more things that can be done with SA4 over the earlier model:

- Has multiple 3-D camera positioning and direction controls
- Has a keyframe animation editor
- Lets you include custom 3-D objects in your scenes
- Automatically interpolates 3-D curved flight paths
- Automatically banks the camera around curves
- Loads and renders real world US-GS "DEM" landscapes
- Creates imaginary fractal landscapes of unlimited size
- Produces realistic clouds which you may animate
- Creates realistic 3-D oak and redwood trees
- Creates 3-D waves to add realism to water scenes
- Supports most Amiga screen resolutions including overscan
- Saves animations as ANIM5 files or separate frames
- Lets you scroll landscape maps larger than a full screen
- Lets you append adjacent landscapes for long animations

Now, to get started, load an existing DEM file, say, Mt. St. Helens. This comes up in the preview window at low resolution. The main window has a number of buttons which control all aspects of setting up the single image and rendering it.

Land: Allows you to alter the Land parameters (ie, which height you want the snow to start, vegetation, soil, etc).
Light: The position of the light can be altered.
Water: The height of the water can be altered. Waves can be added.
Sky: Clouds can be added here at various heights and with different seeds (alters the constitution of the clouds). Cloud direction can also be altered (only used with animation). You can also have a night sky.
Fractl: This is used to create imaginary landscapes which can be infinitely joined together.
Tree: This allows you to add two different kinds of trees (Oaks and/or Redwoods) at various densities. Trees may also be added individually at a specified position.
Screen: Allows you to alter resolution (including overscan) and colour palettes (see screen shot).
View: Allows you to view the picture that has been rendered.
**Anim:** Is the start button to create an animation.
Render: Is the start button to create a single image.
Detail: Setting this button puts more detail into the resulting image (obviously, the rendering will be slower).
Map: Brings up another screen which displays the top view of the scene in the preview window.

The six buttons directly below control the creation of the animation. They are in order: Clear animation, add keyframe, delete keyframe, go to previous keyframe, go to next keyframe, and save altered keyframes.

The Objects button allows you to include 3-D objects in your image. The Box button is used to 'box' any 3-D objects added so that the preview window redraws faster. The four directional arrows and the Frwd, Bkwd buttons moves the camera relative to the direction that the camera is pointing.
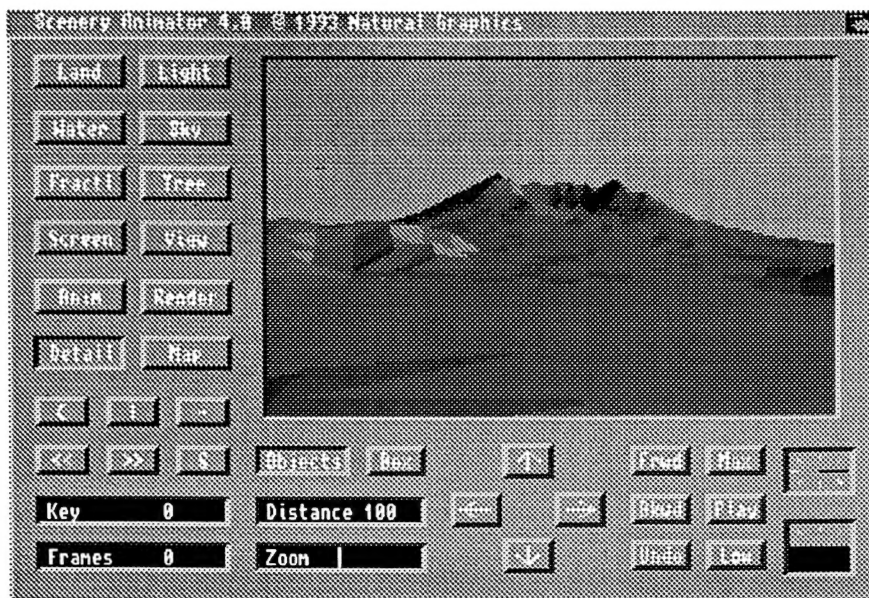
The opening screen of Scenery Animator
with a landscape loaded.

The two little windows on the right hand side, show the camera pitch and elevation.

Once you have your image set up, you can save the settings, camera settings, 3-D objects, colour palette using the 'Save' function in the project menu.

Animation

SA4 has a built in keyframe animation editor. You set up different keyframes (views) along the 'flight-path' and then select the Anim button. SA4 does the rest, calculating and rendering the in-between frames.

To setup the animation, use the Map button on the main screen. This brings up a screen showing the plan view of the area. The bank of buttons on the left show information regarding the camera. The upside-down V on the landscape shows the current position, direction and focal length of the camera. This can be adjusted using the buttons or the mouse - left mouse button to set the position, and right mouse button to set the focal length.

Lakes can be added if you wish, and you can zoom in on the scene by using the Zoom buttons. Various other buttons allow you to setup the animation

(the same as the main screen). The animation path can be set here, with the camera being able to follow the path smoothly, if required.

Once the animation is setup, you can preview from the main screen, before final rendering. The software will tell you if you fly through any mountains! (this can be switched off if that's what you want).

There is quite a bit more which I haven't covered here, but is adequately explained in the manual.

Bits and Pieces

The palette of the scene may be altered once the picture has been rendered. Right clicking on the rendered picture brings up the palette, which may then be altered by clicking on a colour, then moving the RGB sliders. This allows you to see the colour modification straightaway.

The Max button on the main screen allows you to set a maximum distance for rendering. This can save a lot of time while rendering large landscapes, or for when the camera is at the bottom of a valley surrounded by high mountains. Enter the number of me

Public Domain Software

By Mathew Taylor

Public domain software is a sadly underused resource available at little or no cost to CAUS members. With this article I hope to demistify the concept and get more of you using this invaluable service.

Lets start with what the stuff really is. Public Domain items are things created by an individual or group, and given free of obligation to anyone who finds a need for them. In relation to computers, this means free computer programs, graphics, sound and other things.

The society offers a collection of public domain software known as the Fish collection, free to financial members. (A nominal copying fee is applied for non members.) There are currently 1000 disks in this library of information, with new disks comming soon.

Of course, that much info would be mind boggling if presented as a text list of each program. So we have catalogue programs that make it easy to find things that interest particular members. These disks let you pick a topic or keyword, for example, games, and search the entire 1000 disk library for anything to do with that topic.

Once you've found what your looking for, all you have to do is phone a member of the Committee, and very soon you'll have that great new game or productivity program in your hot little hands. If you're a novice to this sort of thing, you will probably want to pick up the disk(s) at a CAUS meeting where one of the more experienced members can show you how to get the software up and running.

I guess a lot of you don't even realise that many of the new software packages we talk about in the very magazine are actually public domain. Most of the new software mentioned in the "New Product Announcements" column is PD.

Just ask for a copy of the KingFisher database, from any member of the committee. This is a very easy to use program that will let you search for something of interest to you. One of the committee may even be able to demostrate it for you.

If you already have a catalogue, and know what you want, you can contact any member of the committee, or one of the following PD librarians, who will supply the disks.

Mathew Taylor	Chifely	285-0194
Wayne Haesler		216-1236
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837
James McPhee	Belconnen	251-5202

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Canberra Amiga User's Society Inc.

The Canberra Amiga User's Society Inc (CAUS) is an independent group (currently with about 300 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer and related topics

What does CAUS offer?

Benefits include a bi-monthly newsletter, monthly meetings, discounts from local businesses, library of public domain software, special interest groups (eg video, desktop publishing, programming) and the opportunity to meet and exchange ideas with other users.

CAUS maintains a 24 hour bulletin board (BBS). Membership is an extra $5 yearly subscription. Membership of the BBS only is $15.

CAUS owns items of hardware and software which qualified members may borrow. The hardware consists of digitising equipment, including a camera. Software includes Professional Page, City Desk and Superbase Professional.

Meetings are held at 8pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St Civic. The Beginners' Group run from 7-8pm prior to each meeting.

NEW VENUE
WODEN LIBRARY

Membership

Membership of CAUS is available for an annual fee of $20. This fee may be paid, with the filled-in application form below, either to the Membership Secretary at any of the monthly meetings or by mail to the **Membership Secretary, PO Box 596 Canberra 2601.**

Canberra Amiga Users' Society Inc.
APPLICATION FOR MEMBERSHIP

Name: _____

Address: _____

_____

Phone: (h) _____ (w) _____

Please tick the appropriate item.

new membership	☐	[$20]
renewal	☐	[$20]
plus BBS	☐	[$5]
BBS only	☐	[$15]

What do you expect to gain from the Users' Group?

Are you willing to help with a Special Interest Group (SIG)?   Yes/No
What are your interests?

Nominated by _____   Date: _____
Seconded by _____

For further information, contact Wayne Haesler (06) 288 7946

CAUS questionnaire for members

Which of the following are of interest for you

Word processing
Desk Top publishing
Database
Spread Sheets
Graphics
Drawing and CAD/CAM
Animation
Music & Sound Grabs
Games
Communications FAX/DATA
Programming in:
C,
BASIC,
AMOS,
PASCAL,
AREXX   .

Do you wish to discover more about?

Hard disk usage, backup and recovery
SCSI devices
Scanners
Tape Drives
Video

Would you like to learn more about Caring
for:

Monitors,
Mice,
Floppy Disk Drives,
Hard disk,
Modems,
Power Supply regulation,
How to install memory,
or other hardware in your machine.
Upgrading you machine
Using CLI/SHELL
Tuning your system for better performance,
freeing up hard disk space.

What articles would you like to see in the
newsletter.
Reviews of software
Reviews of hardware
Hints and tips
How to use CLI
Have modem will travel

Why did you buy your Amiga for?
Games,
Office systems,
Animation and Video,
Sound,
DTP,
DVP,
Programming
Other

Would you be interested in joining any of
the following Special Interest Groups?
Video,
AMOS,
C,
Public Domain,
Other: ...

Would you like to help in club activities.
Helping new Amiga users
Helping or running a SIG
Helping the Newsletter with articles/reviews
Giving a short demonstrations of favourite
games or other software

Don't Miss Out!

It's Election Time!

The Annual General Meeting (AGM) of the society will be held on 13th April 1995 and the primary reason for having one is to elect a new committee. In order to make things easier for members Urusla and I have written the guide to the various positons that need to be filled for us to have a club to go to every second Thursday of the month.

The Election Process

The positions open for appointment are the committee positions and the chairperon's position. If you wish to nominate yourself or a friend for a position just fill out a nomination form and send it to the secretary (The address is on the inside front cover). We need to receive the nomination no later than seven (7) days prior to the meeting. The membership votes on each position at the A.G.M.

Remember the club won't run itself, so if you feel that either you or another member of the society would do a good job in any of the positions described below make sure we get a nomination form filled out!

The Positions

The following positions are Committee positions, which require the member to meet with the rest of the Committee each month to discuss issue's relating to the club.

The **President** is;
A liaison Officer who organises various activities; acts as a spokesperson, and administers the Committee.

The **V-President** is;
An assistant to the President; An administrator of sub-committees and SIG's.

The **Secretary** is;
Responsible for taking minutes of the business of the society as well as keeping records of the society and copies of financial information;
The Secretary is the general purpose organisational person behind the committee. The Society is required to know the Secretaries address.

The **Treasurer** is;
A collecter of monies and payer of bills; Responsible for the preparation of the budget and financial reports;

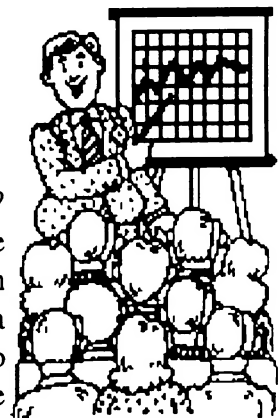The **Membership Secretary** is;
Responsible for the administration of membership records; Required to provide monthly membership report to the Treasurer and issue membership identification cards.

The **Editor** is;
The chairperson of the newsletter

Laser Printers

By Mathew Talor

The last six months have seen a revolution in printing technology, which is set to continue for the foreseeable future. Inkjet printers have moved from 300 DPI printing, through 600 right up to 720 DPI. (Canons new 720DPI machine should be available by the time you read this.)

Most change has occured in the laser printer market, however. It wasn't so long ago that you couldn't buy a laser printer for under $2000. Now there are a multitude of units for well under $1000.

Star claims to be the first under the $1000 mark, with the WinType 4000. As the name suggests, this printer relies on the Windows operating system. This printer, along with many successors, use a technology called GDI. This relieves the printer of much work when printing, making the computer process the document. This makes the process heavily OS dependant, and so far only Windows has GDI printers available to it.

The fundemental idea behind GDI is to lower the cost of the printer. Many Windows users are quick to point this out and show us how they benefit from lower printer costs. If one tells you this, you'll be able to smile and nod gentle, safe in the knowledge that they need a much more powerful computer instead of a smarter printer.

Other vendors that have adopted the GDI system include NEC (with its SilentWriter 610, $799), Brother (HL-631, $999), Xerox (FastPAGE 4, $999), and C-Itoh (Little Laser 44, $599). As you can see, there is a great difference in price between different GDI models.

There are a few laser printers, however, that have remained with the PCL system of printing (Hewlett Packard Compatible). Notably, the Panasonic KXP-4400 is a great little unit for only $899. It combines the smallest footprint of any laser (it stands upright), 1 Meg of memory and sports an engine rated at four pages per minute.

The panasonic, like a number of other newcommers, uses a separate toner/drum combination, rather than the traditional all-in-one system. The benefit of this is that you can replace just the toner when it expires, which is on average one quarter of the time the drum takes to fail; this leads to lower running costs.

Another separate consumable printer is the $999 OKI OL400e. This little beauty is a snap to operate, and has the ability to print heavier stock by utilising an (optional) straighter paper path. It takes up more desk space than the Panasonic, but is a good substitue if the Panasonic's design is no good for your desk.

> ... there's always something for the high quality purchaser.

Then there's always something for the high quality purchaser. The Hewlett Packard LaserJet 4L offers some advanced features, albeit at an advanced price. For $1299 you get 1 meg of ram, with a compression system. This enables the 4L to print a two meg page. The unit feaures an Econo-mode, where around half as much toner is used. Its as easy to use as they get, with only one button (not even a power switch!). The printer auto powers off after a few minutes of inactivity, and will start back up as soon as you start a print job.

Finally, there's an offering from Samsung. The 1041 gives users a five page per minute engine, one meg of ram, and robust construction. It will appeal to those requiring volume printing, as it has a large paper tray. It proves great value at just $899. ❏

sub-committee; Responsible to the treasurer for the issuing of advertising invoices and recording payments thereof; Responsible for keeping back issues of the newsletter.

A General Committee Member is;
An assistant to the committee. They have no set funcion, but help complete tasks the committee choses to pursue.

The following positions are not part of the Committee, and hence do not need to appear at meetings of the Committee. Their jobs are, however, just as important.

The **Chairperson** is;
Responsible for chairing of general meetings and overseeing the returning officer.

The **Returning Officer** is;
Someone to oversee the election process; Responsible for collection of nominations, and counting votes.

The **Auditor** is;
The person responsible for auditing the financial records of the society.

The **Public Officer** is;
A liaison with legal and government bodies and with the general public; A publicity officer for the society.

The **Auxillary Member** is;
An assistant in the affairs of the society as determined by the committee.

The **Chief Librarian** is;
The chair the library sub-committee; Responsible to the committee for maintenance of the PD library.

The **Propery Manager** is;
Responsible for maintaining the assets register for the Treasurer.

Just remember, if everybody is too busy then we won't have a society! If you are too busy for a full positon, maybe you could be involved in helping the committee in their duties. For example, write articles for the newsletter, participate in organising of activities for a meeting or make suggestions on the beginners class. Don't just sit there, get involved! ❏

New Releases

Compiled by Mathew Taylor

Call Mathew Taylor on 285 0194 for info on how to obtain these items.

ImageStudio 1.2.0

ImageStudio, by Andy and Graham Dean, is an image processor written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. The program tries to cover the most commonly performed operations like colour reduction, scaling and dithering in an easy to use Workbench2 style interface. Image processing, by its very nature, requires large amounts of RAM - ImageStudio includes its own virtual memory manager to reduce the ammount of RAM required. The program requires Kickstart 2.0x or higher and 1 meg of ram (with several meg of hard disk for virtual memory.) The freely distributable version is limited to loading images of up to 250x250 pixel.

Features include:
• Virtual memory
• Loads / saves IFF-ILBM, GIF, BMP, PCX, JPEG, Targa, EPS, datatypes.
• User definable convolution filters.
• Adjust colour balance

YACDP 1.2
(Yet Another CD Player)

YACDP, by Frank Wuerkner, will allow you to play audio CD's with your SCSI-2 CDROM, provided your drive is able to send audio over the SCSI bus.

Some features are:
• GUI that let's you access all functions of a normal CD-Player
• can display songnames and CD title, of course you once have to enter the names
• SCSI errors are displayed as text (95 known)
• realtime stereo playback of audio on your Amiga
• ability to save (parts of) songs as stereo IFF (8SVX) or RAW (CDR)
• powerfull AREXX port

AntiMatter 2.0

AntiMatter is a single-player Intuition-based strategy game based upon the board game "Black Box". Your Amiga hides "atoms" in an AntiMatter "chamber"; by firing plasma "rays" into the chamber and observing where they exit you must determine the location of the atoms. The program features stereo sound, animated point, low memory usage and is OS sensitive

Colonial Conquest II V1.1

Colonial Conquest II is a complex space strategy game for one or two persons. The aim of each player is to colonialize a maximum of the 26 earth-like planets that are shown on the universe map.

Every planet has its own surface composed of oceans, forests, mountains, deserts etc where different machines (power-plants, irrigation robots, space port etc) have to be built to guarantee a rapid grow and a high production of the colony. People can direct the machines or work as scientists which will make the technology level rise and allow new inventions.

Each player will have to explore the universe, build war ships for space battles and troop transporters for the invasions of other worlds. It includes an intelligent computer opponent, espionage, 50 different life forms to be discovered, space and ground combats and much more.

Epson Stylus Color Driver

Owners or future owners of an Epson Stylus Colour printer will be pleased to note that a driver is now available. It is a standard "Preferences" driver and features resolutions up to 720x720 dpi, with optional MicroWeave printing. Resolutions are selected by the Preferences density setting. The driver implements horizontal and vertical whitespace stripping, as well as Epson compression mode 2 ("TIFF v4.0 packbits mode") to minimize the amount of data used and improve printing speed. A beta tester reported speed on an Amiga 3000 comparable to that of a 66MHz 486 with Epson's MS-Windows driver. ❑

March-April 1995 BaCAUS   Page 9

Scenery Animator 4

(continue from page 5)

ters to render up to (use the Map screen to help find the distance).

Documentation

The manual is quite good. Being ring-bound allows you to place the book flat and go through the couple of tutorials which covers a single frame and also an animation.

There is a contents page but no index at the back. However, it is readable and goes into quite a bit of detail about what DEMs are, for example. There are a lot of screenshots and each function is explained in detail.

There are a number of appendices at the back of the manual describing the included landscapes and objects, animating clouds and how to play the animations.

Conclusion

There you have it! I've missed out on quite a lot of detail, but then I didn't have much time to complete this re-
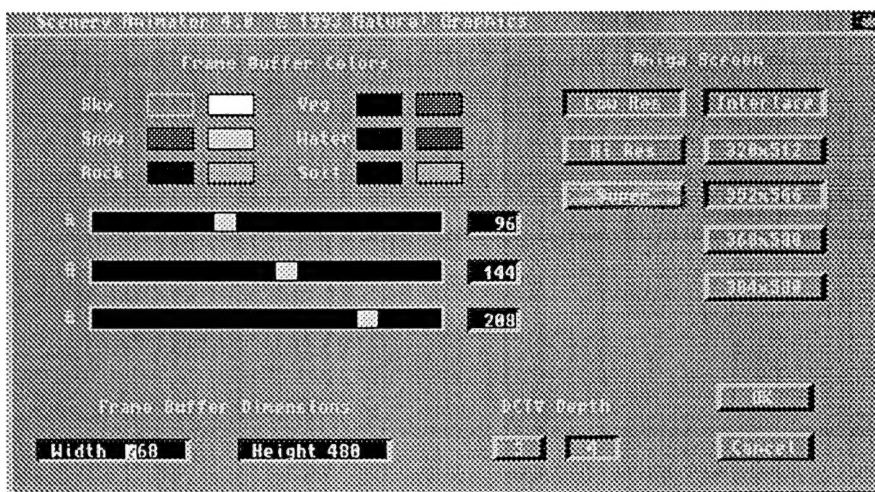
This is the screen settings window - accessed by clicking on the Screen button

view (and I'm not a professional reviewer anyway). The only other landscape generator I've seen is VistaPro3, but I have no detailed knowledge of that one (there is another one called World Construction Set - only just out). Anyhow, this program suits me fine. It comes complete with an animation facility (VistaPro has an extra program), and once I buy an AGA machine, I can use the extra colours and HAM8 to create photo-realistics images and animations. It does require

more than 3Mb RAM to load the 3-D objects (so I can't say if they work or not - I assume they do!), but I still have fun with what I have - and it certainly turns out pretty stunning pictures. Have a look at this program if you are into Graphic programs. These landscapes make good backgrounds for your other 3-D rendering programs. ❏

This is the Map screen, useful for planning animations.

Affordable invoicing, ordering, account handling

RRP $99

DTU
ICQ
1.0
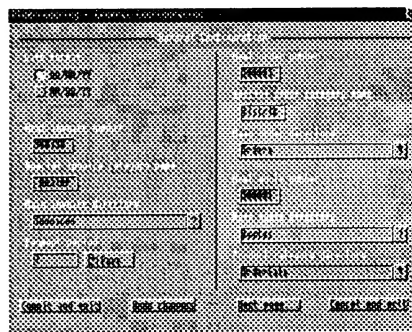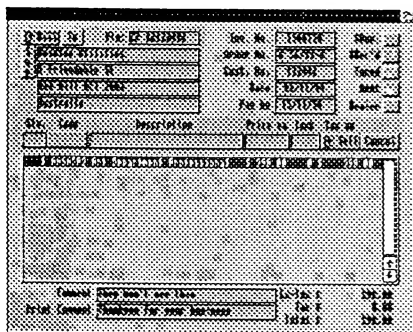
Invoices

- Provides for distinct Bill to/ Ship to addresses
- Point-and-click flagging of payments received
- Special check box for wholesale sales etc
- Sales tax support included
- Automated data input using category files
- Automatic stock-check using category files

Orders

- Features similar to invoice module
- Point-and-click flagging of payments sent
- Point-and-click flagging of payments presented

Quotes

- Accepted quotes can generate invoices
- Accurately and automatically provide current prices from the category files

Queries and Reports

- Search for files on multiple criteria: Dates, Name, Paid, special or normal client status etc
- Produce printed duplicates, or accounts statements

Stock Control

- 4 pricing categories: Buy/Sell, Norm/Special
- Base sell-prices on buy prices, etc.
- Set stock and restock levels (automatic notification)

Hot link to Contact

- Use DTU's personal contacts manager for instant insertion of address details

IOQ is highly configurable: user defined directories, rounding, header (or header space for preprinted letterhead), date format, default payment period, special client and supplier status labels etc.

IOQ is a business program for invoicing, ordering and quoting. Query and stock control facilities are provided, and are closely integrated with the invoicing, ordering and quoting functions. Category files generated from the stock control module allow the user to automate many aspects of routine data entry, making it unnecessary to enter product or service names, or to enter prices or tax rates manually. The stock control module also provides a facility for user-definded price breaks based on quantity, as well as support for wholesale and retail price setting. A hot link to DTU's contacts manager, Contact, also allows point-and-click entry of client or supplier name and address details. Flags allow the user to distinguish between payments received and payments banked. Part payments can be handled through a special module which is closely tied to the Invoices module. The query module provides reports on invoices, orders and quotes, and can list transactions between selected dates, for selected clients or suppliers (using standard pattern-matching if desired), and for paid and/or unpaid amounts, as well as other options. Sales tax settings can be specified in the stock control module, and can be applied by simple point-and-click method in invoices, orders and quotes. Accepted quotes can instantly be made into invoices by marking them as accepted. Tagging an invoice as paid is equally simple. DTU-IOQ will run on any Amiga with Workbench 2.0 or above, a hard drive and a battery backed clock.
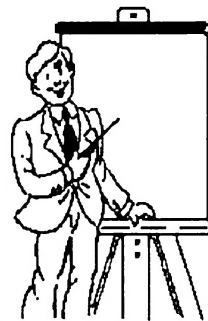
OAKY BBS

Sysop
Owen Geary

255-2291

This board has CAUS sections

BUT NOTE!!!

This board may not yet be operational - please keep trying.

What's Happening?

Upcoming Meetings
March 9: Desktop Publishing. We will have a person who is most knowledgable in the Industry - a Professional no less! Come along and watch me learn something and possibly yourselves.

April 13: Animation meeting. See how Mathew can do amazing things with Deluxe Paint! Oh, by the way, we also have the AGM.

Blank Disks
For Sale by the Club:
$8 per box unformatted
$1 per disk formatted

See any member of the committee.

New Venue
If you have been in the dark for the last couple of meetings, its probably because you've been coming along to the wrong venue. We've been at the Woden Library in the main room upstairs. The entrance is around the back (in the Post Office parking area). You should see heaps of signs around the place.

If you wish for some refreshment during the evening, you may find it at Kentucky Fried Chicken, or a meal may be had at the Woden Tradesman Club or the Southern Cross Club.

Help! Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

What's happening	Paul Martin	10-10 M-Su	253-2121
General Help	Andrew White	6-8pm M-F	281-1872
	Gordon Owtrim	7-10pm M-Su	297-2692
	Mathew Taylor	6-8pm M-Su	285-0194
Laser printing	Frank Keighley	6-7pm M-F	239-6658
Desktop Publishing	Frank Keighley	6-7pm M-F	239-6658
	Darryl Hartwig	6-8pm M-Th	293-2347
Desktop Video	Andre Hogie	6-8pm M-F	290-2474
Beginners	Colin Vance	6-8pm M-Su	241-7113
	Mathew Taylor	6-8pm M-Su	285-0194
ProWrite	Darryl Hartwig	6-8pm M-Th	293-2347
Amos	Bernie Wiemers	6-8pm	248-9837
Superbase Wordperfect	Andrew Boundy	8-10pm M-Th	291-6971
Hardware	Mathew Taylor	6-8pm M-Su	285-0194

Please contact the editor with updates to this list.